



HOME

PROGRAM

PRESENTERS

GAMEPLAY

G4C AT TRIBECA

LOCAL INFO

SUPPORTERS

TUESDAY 04/22/2014

9:00AM-11:30AM - NYU KIMMEL CENTER, ROSENTHAL PAVILION

prev

**COME OUT & PLAY AT
FAMILY DAY**
11:00am-3:00pm

MORNING WORKSHOPS

next

G4C SPEED NETWORKING
9:00am-11:30am

PARTICIPANTS: **KATHARINA TILLMANNS, SIMON BACHELIER, LINDSAY GRACE, CHRISTOPHER HAZARD, CHRIS TOTTEN, PHEONIX PERRY, NINA FREEMAN, FATIMA VILLANEUVA**

WORKSHOP 1: G4C Europe: PLAY TODAY

The Games for Change Europe Challenge for students is coming to NYC with a mind-blowing three-hours paper-prototyping workshop that is open to all festival attendees. Are you passionate about creating games that can change society for the better? Level up and get insights into design fundamentals for developing compelling activist games. Learn elegant techniques to prototype your game with paper, stylus, scissors and glue. Meet inspiring mentors, team up with like-minded creators and win awesome prizes for the best game developed on site. Participants will be provided with a rapid-prototyping-kit including all materials needed for the workshop. With Katharina Tillmanns, Simon Bachelier

WORKSHOP 2: CHANGING THE RATIO

Ever wanted to learn how to code a game, but not known where to start? Inspired by the digital games at Games for Change and want to try making your own? Aspiring women game developers are invited to join Code Liberation's Phoenix Perry for a 2.5 hour, trans-inclusive, women-only workshop on game-making in Processing. This workshop will cover basic programming concept and supply information on resources for later research. In addition to teaching programming, our member Fatima Zenine Villanueva will talk about getting passion projects funded and off the ground as a new developer. With Phoenix Perry, Nina Freeman, and Fatima Zenine Villanueva.

WORKSHOP 3: GAME VERBS FOR CHANGE

This session demonstrates a verb-centered design approach. If you are interested in designing effective purpose driven play, understanding how to improve the effectiveness of your game for change, want to bring new life to your game, or simply want to know how to make a game that properly conveys its message, this session will meet your needs. Games for change begin with changing the way we play. With Lindsay Grace, Christopher Hazard, Chris Totten

CONTACT US

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MEDIA REQUESTS

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